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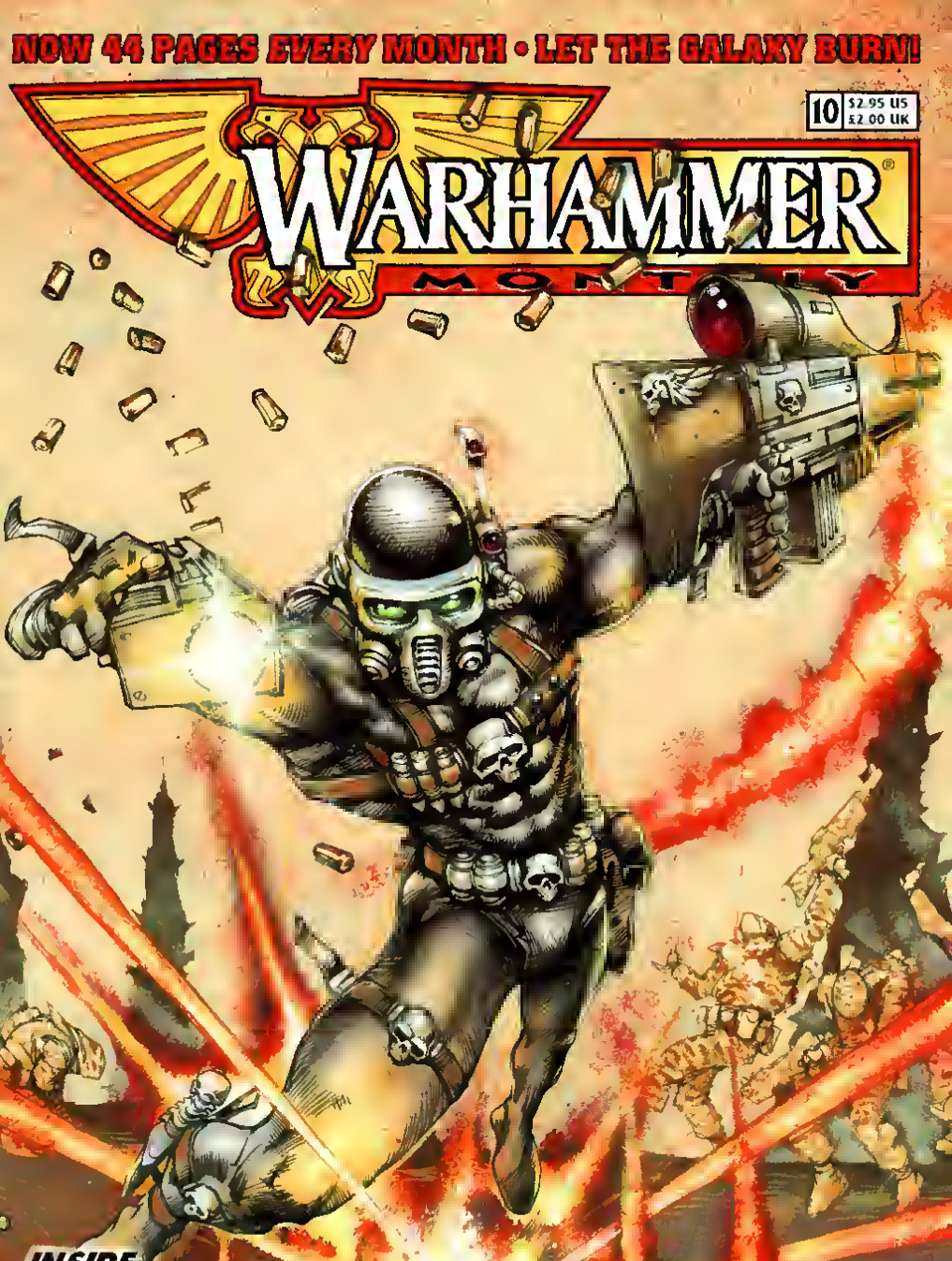
WARHAMMER® MONTHLY



INSIDE

THE SAMOS SANCTION

PLUS

DWARFLORDS • SHADOWFAST • DAEMONIFUGE

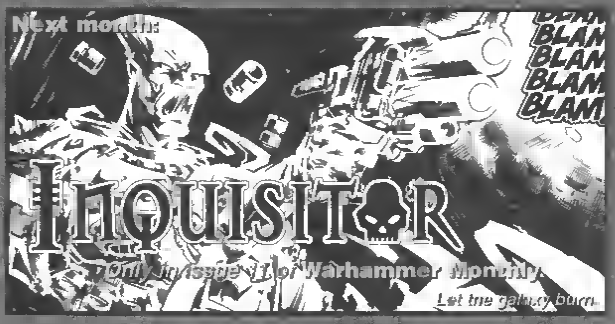
WARHAMMER MONTHLY

By the Emperor, I need news! How do His glorious armies fare in their unceasing battle against the Darkness? Let us see how the honoured Order Sororitas and Lord Inquisitor Hand shall fare against a lost order of Holy Sisters. Surely the light of the Emperor will prevail against the darkening shadow of the Nameless Gods. .

Nameless? *Nameless?! These powers have names aplenty, though the feeble of mind might not dare to speak them. They are Khorne, bloody God of Battle! Slaanesh, Lord of Pleasure! Tzeentch, Master of Fortune! And the Great Unclean One, Nurgle, praise his delicious foulness and corruption! Before them none of your puny heroes, be they Dwarf Lord, Elf Wardancer or Holy Sister, can prevail.*

Hold your blasphemous tongue, worm! I tire of your infernal ravings Your tainted soul may be beyond redemption, but before you beg the Emperor's forgiveness on your knees I shall make you suffer one last torment, small recompense though it may be for the torments you have inflicted on me. You'll get a nice short haircut, just like mine!

Like yours? *Please, no, have mercy! Anything but that! Dark Gods of Chaos, I entreat you, aid me now! Noooooooooo!*



Inside this comic...

DWARFLORDS
After being transported far from Karak Kadrin by a Chaos sorcerer's incantation, the Dwarflords are trying to find their way home again – but now they've fallen into the hands of their hated cousins, the Chaos Dwarfs

DAEMONIFUGE
On Pamis, a lost order of the Adeptus Sororitas hides a sinister secret – that is somehow linked to Ephrael Stern's own dark and mysterious past

THE SAMOS SANCTION
Enemies of the Imperium should beware the sniper's bullet of the Vindicare assassin, but not all missions are as straight forward as they seem

SHADOWFAST
The heroic Wood Elf wardancer comes to the aid of his kinsmen against the evil menace of the Skaven – but who is he really helping?

GAMES WORKSHOP

A BLACK LIBRARY PUBLICATION

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PRODUCTION Steve Hambrook, Warwick Kinrade & Ian Pickstock

COVER *The Samos Sanction* by Paul Staples

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Ethgrim Paingrinder

ETHGRIM, KNOWN as 'Eth' to his muckaz*, is a mighty Dwarf gnollengromi** of Karak Kadrin. He is large of helly and beard, and strong of arms. Ethgrim wields the potent two-handed rune axe after which he is named, 'Paingrinder'. Few foes can hope to stand against Ethgrim when paingrinder is in his hands.

The mighty Paingrinder is not the only gromdal*** Eth possesses. His ancestors were also great Dwarf lords and other runic items have been passed down the generations. As a back-up weapon, for example, Eth carries Thagaz, his rune-forged knife, and his ancient armour is also a runic magic item. Few Dwarf lords in these sad days of decline for all Dwarfs, can still boast such a great hoard.

The rune-axe Paingrinder is inscribed with the master rune of death, a rune of cleaving, a rune of striking and a rune of breaking. Thagaz is inscribed with a rune of fury. Ethgrim's armour is enscribed with a rune of spell eating.

* gnollengromi – Dwarfish, respected due to a longer and more spectacular beard.
** gromdal – Dwarfish, ancient artefact
*** muckaz – Dwarfish, close or valued Clansmen

DWARF LORDS
3: The Dark Lands
SCRIPT & ART BY PAUL DAVIDSON
LETTERS BY GORDON ROBSON
FINDING THEIR WAY DOWN FROM THE BONE CHILLING MOUNTAINS, OUR DWARFS HAVE FOUND SOME GUIDES TO SHOW THEM THE WAY HOME.
WAZZOCK!
OH YEAH, BOWLI'S FAULT IT'S ALWAYS MY FAULT ANYWAY. I DIDN'T SEE THEM
KILLED ?! FROM WHAT I HEAR THEY DO TO YOU IN THERE, THAT MIGHT BE THE BETTER CHOICE
HOLD UP! ARE YOU TRYING TO TELL US THAT YOU FAILED TO NOTICE A FULL REGIMENTAL CHAOS DWARF ARMY, NOT TO MENTION THEIR GREENSKINNED BACK-UP, MARCHING OUR WAY ?!
ON A SLAVING EXPEDITION, NO LESS OF ALL THE THINGS, BOWLI, THIS TAKES THE CHUFF!
TSH!
QUIET SLAVES! SAVE THE WHINING FOR YOUR MAKER
LET ME OUT AND YOU CAN GIVE HIM A MESSAGE FROM ME
CURSED HOBGOBLINS!
WAZZOCK!
LEAST WE WEREN'T KILLED..

THE TOWER OF ZARR-NAGGRUND.
CHUGGA!
PUTT-PUTT!
CHUGGA!
I, ZARKHAN, WELCOME YOU TO ZARR-NAGGRUND
AH! THE SOUND OF WHIPS CRACKING TO THE MUSIC OF SWEET SCREAMING INDULGE IN THE ANGUISH OF HASHUT'S NEW RECRUITS
GLORY BE TO HASHUT, FATHER OF DARKNESS
VVV
VVV
VVV
SSSS
WATSH!
HERE IN ZARR-NAGGRUND MISERY IS FREE. ACCEPT OUR CHARITY. I INSIST.
AW!

IN THE PITS OF ZARR, WORK IS BROUGHT TO A STANDSTILL AS A MAKESHIFT ARENA IS CONSTRUCTED FROM AN UNUSED LAVA RESERVOIR
RAG!
WAGH!
RAG!
THE ORCS AND GOBLINS ARE HAVING THEIR SPORT.
FEELING FIT, DWARF ? EITHER WAY, YOU'LL SOON BE FOOD FOR OUR WOLVES.
THIS DOESN'T LOOK GOOD
ALL I NEED IS SOME SORT OF DISTRACTION.
ANOTHER ONE, GAZDOG !
WAIT, OLIF, I'VE GOT A PLAN I'VE SEEN WHERE THEY ARE KEEPING OUR WEAPONS
THERE'S FIGHT IN YOU, ISN'T THERE YOU'D BE WISE TO SAVE IT FOR RAGWRATH.
THIS BETTER BE SOME PLAN, BOWLI...
RAG!
SHUV!
RAG!
RAG!

RAG!
RAG!
RAG!
ETHGRIM PRODUCES AN UNDISCOVERED BLADE...
TO THE AMUSEMENT OF THE CROWD...
HA!
HA!
HA!
HA!
HA!
ETHGRIM GETS THE JOKE...
HA!
HA!
HA!
HA!
RAGWRATH SPLEENCHEWER, SAVAGE BLACK ORC WARLORD
GWAAAGH!

TIME TO BRING THIS SHOW TO A CLOSE.
CRAK!
PARTY'S OVER, TO THE DISAPPOINTMENT OF RAGWRATH'S FANS.
ESPECIALLY THOSE IN THE BETTER SEATS
NOW THAT'S FUNNY!
CHANG!
EEEK!
BOWL! GETS THE DISTRACTION HE NEEDS.
SNIFF! SNIFF!
HEAR THAT, OLIF? DINNER IS SERVED
KLONG!
JUST... GYYF... MADE IT.
WHAT'S THE DEATH OF THE DAY?
WOLF SURPRISE
KER-
GRRRAGH!

NICE ONE, LADS / LET 'EM FEED ON THEIR MASTERS!
GRRR!
RRIP
SNK
DON'T FRET... THERE'S PLENTY TO GO AROUND
NO THANKS. I'VE ALREADY HAD ME FILL OF YOU LOT.
SO BE IT.
CH-CHING!
ETHGRIM COUNTERACTS THE BULL CENTAUR'S THRUST.
WHAT?
BE STILL..
THIS WON'T HURT A BIT. NOW MOVE
CLUMP!

BITING, STABBING AND HACKING GO THE SOUNDS AS CHAOS STRUGGLES TO KEEP ORDER. GOBLINS ON SLAVES, SLAVES ON ORCS, WOLVES ON ANYTHING THAT MOVES. AND RIGHT IN THE MIDDLE
TANG!
GOGH!
SHARL!
BOWL! GRIEFWING AND OLIF THUMPCRUSH
CLUMP CLUMP!
STAB!
THUMP!
SQUELCH!
DUFF!
BITE!
YOU BOYS IN NEED OF A HAND?
NOTHING WE CAN'T HANDLE.
SWAP!
WHOAH!
C-CLUMP!
LEAVING THE FIGHT BEHIND, THE DWARFS SENSE FRESH AIR AMONGST THE THROTTLING FUMES.
OVER THERE!

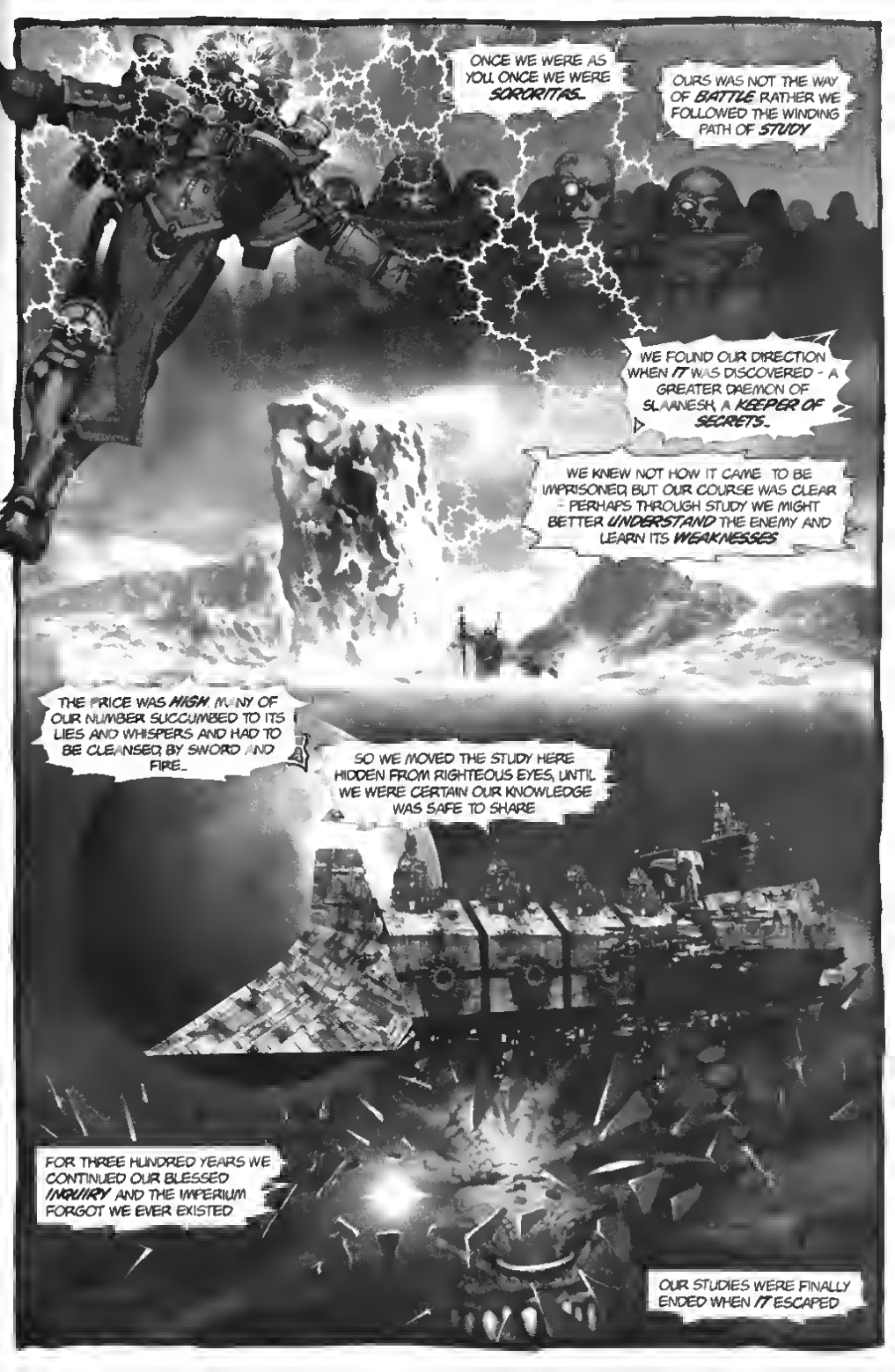
FEEL THAT BREEZE... THIS MUST LEAD OUTSIDE!
KRAKK!!!
FIRE!
GO! GO! GO!
Er, ETH... I THINK YOU'D BETTER TELL IT TO GO..
FAAASTERRRRR!
WAAAAAGHHH!!
ROAR!!!
DON'T FAIL ME NOW, ROPE...
SWT!
SWT!
WAAARGH!!!
NICE PLAN, BOWLI!
SWT!
WE'RE ALIVE, AREN'T WE?
TO BE CONTINUED!

DAEMONIFUGE

SCRIPT Jim Campbell & Kev Walker
ART Kev Walker
LETTERS Flora Stephenson

"ONCE HOME TO A LOST ORDER OF SORORITAS, THEIR FATE AS UNKNOWN AS MY OWN PAST."
THIS PLACE IS SLICK WITH CHAOS...
...BUT THE ENEMY IS NOT HERE.. I'D FEEL IT.
"HERE, ON PARNIS, AT A CRUMBLING RUIN ON THE VERY EDGE OF NOWHERE, OUR JOURNEY HAS REACHED ITS CONCLUSION
HHHHHHHHHHHRRRRRRRRRRRRAAAAAAAHHHHHHHHH
BY HIS DIVINE WILL... WHAT WAS THAT?
I KNOW NOT CANONESS - BUT IT CAME FROM THIS DIRECTION
"THE DARKNESS WAS MORE THAN JUST AN ABSENCE OF LIGHT
"IT WAS A SHROUD OVER ALL THAT HAPPENED HERE."

OH.
AHHRRAAAH!
INQUISITOR? WHAT'S WRONG?
GNNAGH!
THIS MONSTROSITY TEARS AT MY VERY MIND WITH ITS HOWLING!
EPHRAEL, NO!
WELCOME HOME, SISTER.


ONCE WE WERE AS YOU, ONCE WE WERE SORORITAS..
OURS WAS NOT THE WAY OF BATTLE RATHER WE FOLLOWED THE WINDING PATH OF STUDY
WE FOUND OUR DIRECTION WHEN IT WAS DISCOVERED - A GREATER DAEMON OF SLAANESH, A KEEPER OF SECRETS..
WE KNEW NOT HOW IT CAME TO BE IMPRISONED, BUT OUR COURSE WAS CLEAR - PERHAPS THROUGH STUDY WE MIGHT BETTER UNDERSTAND THE ENEMY AND LEARN ITS WEAKNESSES
THE PRICE WAS HIGH. MANY OF OUR NUMBER SUCCUMBED TO ITS LIES AND WHISPERS AND HAD TO BE CLEANSED BY SWORD AND FIRE..
SO WE MOVED THE STUDY HERE HIDDEN FROM RIGHTEOUS EYES, UNTIL WE WERE CERTAIN OUR KNOWLEDGE WAS SAFE TO SHARE
FOR THREE HUNDRED YEARS WE CONTINUED OUR BLESSED INQUIRY AND THE IMPERIUM FORGOT WE EVER EXISTED
OUR STUDIES WERE FINALLY ENDED WHEN IT ESCAPED

HE CONSIDERED HIMSELF AN *ARTIST* OF *PAIN*
WE ARE HIS *MASTERPIECE*.
OUR SOULS WERE NOT *ENOUGH* - HE NEEDED STILL *MORE* TO LEAVE THIS PLANE AND RETURN TO THE GREAT DARKNESS WHICH *SPAWNED* HIM
WHEN YOU AND YOUR COMRADES ARRIVED ASTEROTH WAITED AND CLAIMED THOSE OF YOU NOT STRONG ENOUGH TO RESIST HIM
SISTER SLEW *SISTER* - IT WAS NOT LONG BEFORE YOU *ALONE* REMAINED
CLIC
CLIC
NO !
YOUR VALOUR WAS NOT ENOUGH TO WITHSTAND THEM ! YOU FOUGHT ON WITH MORTAL WOUNDS
" I REMEMBER - I JUMPED "
A LEAP OF FAITH...

BUT YOU WERE FREE OF CHAOS, EPHRAEL STERN..
I... I DIED!?
AND WE WERE NOT FINISHED WITH YOU
ASTEROTH BOUND US TOGETHER SO THAT OUR SUFFERING MIGHT BE SHARED EQUALLY..
BUT ALL OUR MINDS COMBINED
AND MAGNIFIED
WE HEALED YOUR WOUNDS, STARTED YOUR HEART BEATING AGAIN AND THEN WE GAVE YOU ONE INSTRUCTION...
...FLEE.
"YES - I REMEMBER... I KNEW NOTHING, OTHER THAN THAT I HAD TO GET AS FAR AWAY AS POSSIBLE..."
WE HID YOU FROM THE EYES OF THE ENEMY MASKED YOUR SOUL FROM THOSE WHO MIGHT HAVE SOUGHT IT OUT
WE HAD MUCH TO COMMUNICATE - OUR STUDY HAD YIELDED A GREAT KNOWLEDGE... WE WORKED THROUGH YOU

THIS IS FOLLY... WE ARE IN DANGER HERE - EXPOSED...
WE KNEW THAT THE ENEMY WOULD FIND YOU ONE DAY, AND SO WE MADE YOU STRONG AND FAST, THAT YOU MIGHT DEFEND YOURSELF
WHEN YOU WERE ATTACKED OUR TIE WAS BROKEN
NOW WE WOULD SHARE THE LAST OF OUR SECRETS WITH YOU, THAT YOU MAY COMPLETE OUR GREAT WORK
A WARP! DEFENSIVE POSITIONS!
NO
STOP THEM, MY DAUGHTERS!

SHFAK!
BUDDA BUDDA
SILAS HAND - IT FALLS TO YOU...
PROTECT OUR WORK. PROTECT EPHRAEL STERN.
IT SHALL BE DONE - WHILE THERE IS BREATH IN MY BODY, NO HARM SHALL BEFALL HER!
THE PIECES ARE ALL IN PLACE
NOW WE PLAY THE ENDGAME
TO BE CONCLUDED

Kaplan & Rebner: The Interview

with Andy Jones

With 'The Samos Sanction' running in this issue and an epic two-parter featuring the mighty Ravenwing due in a few issues' time, the occasion of the San Diego Comic Convention was an ideal excuse to get together with two of America's finest comic creators and see what makes them tick.

The venue for the interview was the Radisson Harbour View Bar, San Diego, around 11.30 at night, after a rather splendid Chinese meal and several Tsing Tao beers at one of Bill's favourite restaurants.

Bill and Jeff first worked together for Games Workshop on the strip 'A Good Day to Die' in *Inferno!* #4, then on 'The Samos Sanction', which starts just over the page. Bill (on the left) is, of course, the scriptwriter, Jeff the artist and inker. Issue twelve of *Warhammer Monthly* will see them together again for the first part of the splendid 'Ravenwing' strip featuring Sergeant Malachi and friends.

Seeing as I was lucky enough to get to visit the massive San Diego comic show this year, I thought that I should at least get something approaching work done. So I set up a meeting with these two reprobates to see just what makes them tick (or bleep in Jeff's case).

After setting up another round, I kicked off the questions...

Warhammer Monthly: *So, imagine I'm an ignoramus (yeah yeah, not so hard, I know). Tell me, what comics have you guys worked on and why?*

Bill Kaplan: Well, I'm really more of an editor than a writer, y'know, and was really fortunate to start off working with the legendary Archie Goodwin at DC. After that, well, I edited Legend of the Dark Knight, and various other comics which came out and vanished. I then moved to Wildstorm, and worked very hard, on Gen-13, Team 7 and Wildcats, and wrote Stormwatch.

Jeff Rebner: Cybernary was the first comic I worked on, after which I've done a back-up story for the Lone One, AKA Frankenstein (Wetworks). I've also drawn the Hulk at Marvel – and hey, Frankenstein was turned into a cool toy!

WHM: *So, what got you guys into comics then?*

Jeff Rebner: Well, I was drawing dinosaurs by the time I was 4. I drew my own comics as a real youngster, my faves being about Star Wars and King Kong. I was seriously hooked by the age of 10, with Micronauts #8. From then it was on to X-Men, and after that I knew what I wanted to be, and here I am today!

Bill Koplon: I always liked comics too. I don't ever remember not liking them – in fact my parents used to read 'em to me before I could read myself. Weirder still, my graduate thesis (at Harvard) was actually a comic book! I did some kids publishing, some freelance work, and then it was into DC for 3 years.

WHM: *OK, who are your favourite artists?*

Jeff Rebner: Well, if I had to choose, I'd say Michael Golden and John Byrne.

Bill Koplon: That's tricky. There are so many good artists, each brilliant at one thing or another – it really depends on what I'm reading at the time!

WHM: *And your favourite writers?*

Jeff Rebner: Joe Lansdale, Alan Moore, Frank Miller, Garth Ennis (Preacher)... erm, and many others too!

Bill Koplon: There are so many that... yeah, I guess I'll have to waffle again!

WHM: *Alright then: what are you really proud of? Your favourite piece of your own work?*

Bill Kaplan: I wish I had one! I wish there was something I thought was good! Maybe it's still to come? I think that my editorial background makes me very aware of every little flaw – I'm pretty hyper-critical.

Jeff Rebner: I've never appreciated my own work really – although yes, maybe I was pretty pleased with the cover from Cybernary #1.

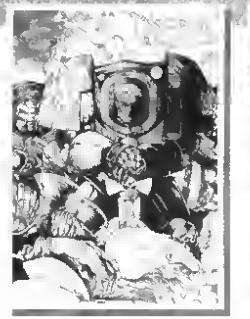
WHM: *Hey guys, I could cry, I really could, such humility, such selflessness... Ouch, stop it, there was still beer in that gloss.*

[There is a slight pause.]

WHM: *...Just let me remove that last gloss splinter... that's better. Now, do you play Games Workshop games at all?*

Bill Koplon: I played Talisman first, then got into Space Hulk in a big way. Then I bought a zillion Terminators and Warhammer 40,000. And all the books, and loads of box sets. And then the boxed set second edition WH40K. And THAT was the first time I really understood how to play. Did anyone out there actually manage to play proper games with the Rogue Trader book? We rolled lots of dice and read lots of tables, but Lord knows if we were doing anything approximating a game of Warhammer 40,000.

Jeff Rebner: I'm all embarrassed now – I'm just too thick to read all those books, but I love the imagery and just want to draw it all! I can't even stick the models together, there are so many fiddly bits, so for 'Ravenwing' I had to get Bill to assemble and paint the models for me, as he does such a good job.



WHM: *Artistic pretensions from Mr Kaplan then?*

Bill Koplon: Actually, I was very pleased with my paint jobs on Jeff's Ravenwing models. If only I hadn't varnished the finished models with my black spray paint by mistake!

WHM: *What's your fave food? Seeing as we've been eating Chinese and all?*

Jeff Rebner: I'm a meat man! Hamburger, steak, pizza, y'know!

WHM: *Err, pizza? OK, I get the gist.*

Bill Kaplan: Y'know, sometimes only weird chocolate will do. I like anything from Hershey bars to McDonalds though.

WHM: *And music?*

Jeff Rebner: U2 when they were good, REM, Sex Pistols...

Bill Koplon: Hey, it's waffle time again – no, seriously, I don't like having favourites of anything much. Musically, I like anything from Buddy Holly to Hank Williams.

WHM: *OK, let's get highbrow! Who is your favourite author?*

Bill Koplon: It's another 'favourite' question, isn't it? OK, I like many types of books, from

Dostoeyevsky to *All Quiet on the Western Frant*. And I particularly liked *Clackers* by Richard Price.

Jeff Rebner: Highbrow? Me? Naaa! I liked the novelisation of *Escope from New York*, but I have no idea who wrote it. I prefer comic books. Pictures. Basically, I'm illiterate!

WHM: *Whot obaut o favaurite film then? Everyane has at least ane af thase?*

Bill Kaplan: Errr... *It's o Wanderful Life!*

Jeff Rebner: The *Star Wars* Trilogy, of course. Oh, and *Escape fram New Yark*. And the Road Warrior movies – especially *Mad Max II*.

WHM: *Back ta camics for a mament – wha ar what wauld yau mast like ta write/draw?*

Jeff Rebner: BATMAN!!!! He gets the most fascinating villains, and to draw just one of them would be a dream come true for me. I loved Simon Bisley's Dredd and Batman!

Bill Kaplan: Actually, I suppose at the heart of things I might even prefer editing to writing – I have no burning desire to write a particular character or story at the moment. I actually did really enjoy writing Barbie's resumé for Mattel, although they edited out my references to the 'French Harlot' look which appeared some years ago.

WHM: *Ahem. What, in yaur apinian, makes a good comic boak?*

Jeff Rebner: Errrr, well I don't know what makes it, but I know what it is. At the moment, it's Spawn and Jim Lee's X-Men – inspirational stuff for me!

Bill Kaplan: Unfortunately, with fiction and comics, I don't think that there are really any rules or formulas – it's all down to hitting what the reader likes. And readers like different things. Some things I think will be hits and which I personally love, others hate, and vice versa. Sometimes it's a great story that carries poor art, sometimes the opposite, sometimes great story and art (in my eyes), but which no one else seems to like...

WHM: *Finolly then, 'couse they've just turned the lights aff in the bar, what is yaur favaurite character ar stary in camics?*

Bill Kaplan: Well, Superman and Captain Marvel hold a warm place in my heart – this shows how clean-cut and all-American I am! I like the great and goofy 50's and 60's heroes and villains – real goodies and real baddies. In those days, you could get away with bad guys called things like 'Mr. Mind' who was leading a syndicate of villains and who turned out to be a nasty, little evil worm! And yes, he even got the electric chair! Nowadays, comics seem to have kinda shrunk from the variety of Caspar, Tin Tin, Asterix, etc., into a buncha guys beating the crap out of each other. Or maybe working in the industry for so long can make you cynical, take some of the fun out of it.

WHM: *Naw naw, Bill, there's na need far yau ta cry taa, it' ll be alright!*

Jeff Rebner: My two most memorable characters have to be Wolverine when he wasn't so well known, plus Judge Dredd – I guess I quite like anti-heroes. And ...

WHM: *Uh ah. Here came the bauncers. Na chance af anather beer, I guess? Pay up then, Bill. What d'yau mean 'me pay'? I've gat na cosh left ofter thot Chinese meol... Jeff? No? OK, the back daar is over there, see you next year? On three, start running! Baneblade, get that Thunderhawk maving!*

Look out for more interviews with your favourite writers and artists in upcoming issues!

BY THE EMPEROR. THIS IS ALWAYS THE TRICKY PART--
OVER THERE! THAT'S HIM!
FIRE! GET HIM!
SZZZAP! SZZZAP!
CHINNNNG!
GETTING POSITIONED, LYING IN WAIT, TAKING THE SHOT-- THOSE ARE THE FIRST THINGS A VINDICARE LEARNS.
BUT THIS PART-- EXTRACTION-- IS ALWAYS A NEW LESSON.
GNNGH!
GET HI-NNNGH!
UNNGH!
KRAK! KRAK! KRA...!
GRRRGLE...
GIKKK!
CRACK!
CHUNK!
AND THAT'S THAT. ALMOST TOO EASY.
COMM RADIO MIGHT COME IN HAND--EH?
SZZZAP! SZZZAP!
I KNEW IT SEEMED TOO EASY. MORE GUARDS--
THERE HE IS-- WE'VE GOT HIM! FIRE! FIRE!
--A LOT MORE! AND NOWHERE TO GO BUT DOWN.

AKKKK!
HNNNGH!
KRAK! KRAK! KRAK!
SZZZAP! SZZZAP! SZZZAP!
HE'S JUMPED!
KEEP FIRING -- PRESIDENT-FOR-LIFE MAMOUD WANTS HIM DEAD BEFORE HE HITS THE GROUND!
SZZZAP!
SZZZAP! SZZZAP! SZZZAP!
SZZZAP!
SZZZAP!
FOUR KILOMETRES ABOVE SAMOSSIA, PLUMMETING TO THE STREET BELOW, WITH TWO SCORE OF PRESIDENTIAL (SOON TO BE ROYAL) GUARDS USING ME FOR TARGET PRACTICE, AND NO DOUBT SCORES MORE ON THE GROUND AWAITING MY ARRIVAL.
DEATH ABOVE. DEATH BELOW.
THE MISSION DEFINITELY WASN'T PROCEEDING AS WELL AS COULD BE HOPED.
THE SAMOS SANCTION
SCRIPT BILL KAPLAN • ART JEFF REBNER
LETTERS DAVID PUGH

THE ASSIGHMENT STARTED, AS MOST OF THEM DO, UNEVENTFULLY, IN THE OFFICES OF MY CONTROL AGEHT IN THE OFFICIO ASSASSINORUM...
THE MAN ON THE SCREEN IS FAISAL MAMOUD YOUR NEXT TARGET.
MAMOUD INTENDS TO MAKE HIMSELF KING OF FREE SAMOS THAT SIMPLY WON'T DO.
I UNDERSTAND. BY THE GRAND MASTER IT SHALL BE DONE.
KEEPING A LOW PROFILE I BOOKED PASSAGE TO SAMOS WITH PILGRIMS ATTENDING THE CORONATION AND USED MY TIME TO STUDY MY QUARRY...
"SEEING THAT THE SAUCE WAS THIN, I EXECUTED THE COOK AND PREPARED THE BANQUET MYSELF...
EITHER MAMOUD'S QUITE THE GOURMET, OR HE'S THE MOST DETAIL-ORIENTED RULER IN THE IMPERIUM.
BUSINESS ON SAMOS?
THE DOCUMENTS CONTROL SUPPLIED ME WITH WERE FLAWLESS, AS USUAL...
I'M HERE FOR THE CORONATION.
VERY GOOD. WELCOME TO SAMOS. NEXT!
FROM THE SPACE PORT, IT WAS JUST A QUICK CAB RIDE TO MY OBJECTIVE...
YOU SURE THIS IS THE RIGHT PLACE? THERE'S NOTHING HERE BUT ADMINISTRATUM OFFICES.
I'LL WALK TO MY HOTEL. KEEP THE CHANGE.
A QUICK RIDE, AND A LITTLE CLIMB...
CAREFUL CALCULATIONS USING MAPS OF THE CITY SHOWED ME THAT THIS LEDGE WOULD GIVE ME THE CLEAREST SHOT AT THE PRESIDENTIAL--SOON TO BE ROYAL--MANSION.
THERE WERE STILL FIVE DAYS TILL THE CORONATION. NOW, I HAD ONLY TO WAIT...
MAGNIFY 16x

...WAIT FOR MY SHOT.
AND TRUE TO THE SACRED TEACHINGS OF THE VINDICARE TEMPLE, MY PATIENCE WAS REWARDED. FOR A MOMENT, MAMOUD WAS IN THE OPEN.
AND A MOMENT WAS ALL I NEEDED.
KRAK!
SKREEEEEEEE!
SZZZTTTT!
SHIELD BREAKER ROUND PIERCED THE TARGET'S FORCE FIELD--AND THE TARGET. MISSION ACCOMPLISHED.
OR SO I THOUGHT...
SZZZAP!
MAMOUD WAS SMARTER THAN ANTICIPATED. HE'D USED A DECOY WITH A HOLO-FIELD DISGUISE TO DRAW MY FIRE. LASERS HAD TRACED MY BULLET'S TRAJECTORY TO PINPOINT MY POSITION.
THERE HE IS--ON TOP OF THE MINISTRY OF FINANCE!
I WAS COMPROMISED--AND THE TARGET WASN'T EVEN DOWNED.

SZZZAP!
SZZZAP!
SZZZAP!
SZZZAP!
HE'S OUT OF RANGE, SIR.
KEEP FIRING--AND NOTIFY GROUND UNITS THAT THE TARGET IS ON ITS WAY!
WHICH PRETTY MUCH BRINGS US UP TO THE PRESENT, 3 KILOMETRES FROM THE STREET AND CLOSING...
WE READ YOU, TOWER COMMAND. TARGET IS NOT YET IN SIGHT, BUT WE'RE READY FOR HIM--
SZZZAP!
SZZZAP!
--THE ASSASSIN WILL BE DEAD BEFORE HE HITS THE GROUND!
SEE THAT HE IS. OR I'LL HAVE ALL OF YOUR HEADS AS PLACE SETTINGS AT MY CORONATION DINNER!
COMMUNICATIONS ARE A VITAL PART OF ANY MISSION. THIS CAPTURED RADIO UNIT LETS ME KNOW I'M OUT OF THE ENEMIES' SIGHT LINES.
P-PRESIDENT-FOR-LIFE MAMOUD. WE WON'T FAIL YOU, SIR!
SZZIMP!
SZZIMP!
THAT KNOWLEDGE GIVES ME THE EDGE I NEED TO SUCCEED.
WHOOSH!
OF COURSE, HAVING THE RIGHT EQUIPMENT PLAYS A ROLE, TOO.

WHAT THE--?
GNNNGH!
ACKKK!
KRAK!
KRAK!
KRAK!
KRAK!
WHOOOOOOSH!
AND THE ELEMENT OF SURPRISE IS ALWAYS A BENEFIT.
HNNNGH!
IT'S THE ASSASSIN --FIRE! FIRE!
IT'S NO USE, SIR. HE'S ALREADY OUT OF RANGE.
I DON'T CARE! KEEP FIRING!
SZZZAP!
SZZZAP!
SZZZAP!
SZZZAP!
IT'S A PITY IT NEVER LASTS MORE THAN A MOMENT. BUT IN THE RIGHT HANDS, AND AGAINST UNSKILLED OPPONENTS, THAT MOMENT IS ALL THAT'S NEEDED.
SPUTOOO
SPUTOOO
SPUTOOO
COMMANDER, I'LL EXPECT TO SEE YOU AND YOUR MEN AT MY CORONATION DINNER.
-GULP- YES SIR, MR. PRESIDENT.
MAMOUD'S STILL MONITORING THE SITUATION. MICRO-MANAGER THAT HE IS, HE'S PROBABLY SOMEWHERE NEARBY.
ATTENTION ALL UNITS! THIS IS PRESIDENT-FOR-LIFE MAMOUD SPEAKING.
THERE IS AN ASSASSIN LOOSE ABOVE SAMOSSIA.
JET PACK'S OUT OF FUEL, BUT IT'S DONE ITS JOB.
THE BALLOON WILL GET ME CLEAR WHILE I CONCENTRATE ON FINISHING MY MISSION.
SZZZAP!
SZZZAP!
SZZZAP!
SCRAMBLE THE FIGHTERS-- SHOOT HIM DOWN!
WHERE ARE YOU, MAMOUD? BEHIND THE MANSION? BY THOSE LIMOUSINES?

GET THAT ASSASSIN! ARE MY ORDERS CLEAR?
GOT YOU!
KA-CHAK!
NOW JUST STAY THERE FOR A MOMENT...
WIND SPEED 6 KNOTS FROM THE EAST, ELEVATION 9·5 KILOMETRES, ASCENDING AT 10.2 METRES PER SEC -- WHAT?
WHOOOSH!
SNIKT!
WHOOOSH!
WHOOOSH!
THUNDERBOLTS. IR JAMMERS DEFLECTED THEIR FIRST SALVO. BUT THEY'LL RECONFIGURE FOR THE NEXT RUN. THAT GIVES ME ABOUT TEN SECONDS.
PLENTY OF TIME TO MAKE THE SHOT.
KRAK!
KA-CHAK!
AND HERE COME THE THUNDERBOLTS. RIGHT ON CUE. THREE ON ONE. SHOULD BE CLOSE.

GKKKK...
KRAK!
SPAAAASH!
TWO ON ONE.
AND THE MISSILES MAKE IT FOUR ON ONE. NOT GOOD, BUT I WON'T GO WITHOUT A FIGHT.
SHOOOM! SHOOOM!
WHOOOMPF!
WHOOOMPF!
BRAKKA BRAKKA
BUH-WHOOOOM!
BRAKKKABRAKKA
THAT CERTAINLY HELPED MY ODDS--
--RENDEZVOUS VEHICLE'S A FULL TWELVE SECONDS EARLY.
DID YOU ENCOUNTER ANY DIFFICULTIES IN YOUR MISSION 13-X?
STILL ONE LAST DETAIL TO CHECK--
13-X?
--GOT HIM!
NO. NO PROBLEMS. MISSION WENT OFF WITHOUT A HITCH.
OH, SORRY, CONTROL.
END

SHADOWFAST
SCRIPT MICHAEL BROWNE — ART SIMON HARRISON LETTERS KID ROBSON
HAVING SAVED HIS ANCESTORS FROM THE CHAOS WARRIOR, NASTOR RAKK, SHADOWFAST HAS BECOME MYSTICALLY LINKED TO A STAFF OF UNKNOWN ORIGIN
AND NOW THE STAFF HAS DRAWN HIM INTO THE VAULTS MOUNTAINS, IN SEARCH OF ANSWERS AND FREEDOM FROM THE SPELL WHICH BINDS IT TO HIM.
WHAT IS THIS ?
PLEASE SIR, DO NOT... :koff: HARM US. WE HAVE PAID ENOUGH :koff: THIS DAY!
WE WERE DELIVERING TRIBUTE :koff: TO THE CASTLE, AS YOUR KIN DEMANDED :koff: WHEN THE RATMEN AMBUSHED US!
TELL ME, HUMAN, WHO HAS DONE THIS ?
MY KIN ? ELVES DEMANDING TRIBUTE OF MEN ? YOU LIE!
NO, I SWEAR, SIR. YOUR KIN ARE TRAPPED EVEN NOW IN THE GULLY YONDER. THE RATMEN HAVE SOME SORT OF CANNON!
ELVES ? CASTLES ? TRIBUTE ? WHAT DOES ALL THIS MEAN ?
BRAKKA
BRAKKA
SWEET ISHA ! EXPLOSIONS!

GUNFIRE ECHOES THROUGHOUT THE HILLS AS SHADOWFAST MOVES CLOSER TO THE EDGE OF THE GULLY.
EXPOSING BEFORE HIM THE TRUTH OF THE HUMAN'S WORDS!
"BY KURNOUS! NONE OF THIS MAKES SENSE. WHY SHOULD ELVES BE IN THESE MOUNTAINS, DEMANDING TRIBUTE FOR A CASTLE?
"I MUST HAVE ANSWERS. KING-MEN DO YOU HAVE BOWS?"
WHAT? WHY, TWO CROSSBOWS! WHO ARE YOU?
"A FELLOW ELF!
"ONE WHO MAY BE ABLE TO HELP!"

STAY COVERED AND RETURN FIRE. I SHALL RETURN
HURRY, KINSMAN...
" I THINK THEY MEAN TO BURN US OUT OF OUR HIDING PLACE !"
MUST HURRY !
MMM. CRUDE HUMAN CONSTRUCTION, BUT IT MIGHT DO THE TRICK !

BURN, ELF, BURN!
FASTER, WARPFIRE, KILL, KILL!
NO ONE AND NOTHING SHALL STAND BEFORE OUR WARLORD. SKARROS! UNLEASH HIS RAT-OGRE CHAMPION. YES, YES!
ANOTHER ELF. RUN, RUN! CUT HIM DOWN DOWN!
FIRE, FIRE!
RARRRGH!
HURFF!
KURNOUS GIVE ME THE EYE OF THE HAWK AND THE STRENGTH OF THE BEAR TO SAVE THIS DAY
AHHA!

ISHA BE PRAISED!
DIE...ELF. DIE...NO!
ARRGH! NO, NO!
KA-BOOSHK!
DIE, FOUL ABOMINATION!
GROAAGH!

MANY THANKS, KINSMAN! YOUR AGILITY IS REMARKABLE, ONLY SURPASSED BY YOUR COURAGE!
IT IS OUR WAY!
TRULY IT IS, YET NEVER HAVE I SEEN SUCH A SELFLESS ACT IN THE NAME OF
OUR MURDER GOD, KHAINE!
DARK ELVES!!
I'VE BEEN HELPING DARK ELVES! KURNOUS, FORGIVE ME!
HA HA, SAVED BY A WEAK HEARTED, TREE LOVING WOOD ELF!
I'M SURE WE CAN REPAY HIM!
TO BE CONTINUED..

SOMEWHERE IN THE WARP...

By the Emperor! What a truly immense pile of messages and communications from tha front-line troops. Excellent work, man. Keep it up!

• Won't that Gutspew ever cease his infernal drivellings? May I command you on an excellent archive. My favourite scriptures are (or were) the stalwart Grundhelm and that scallywag Kal Jenco. Enough with the small talk. With your promise of a new Citadel miniature to be forged by you in the Warp, I understand you need ideas for the model. My nomination is the venerable Inquisitor Hand. He is the most hardened and experienced Imperial agent this side of Fenris. Keep up the good work, Baneblade, the Space Wolves will always be trying to liberate you. *– Captain Denis Silverfang, Hornchurch, Essex*

• Excellent stuff, especially Titen, all-out action delivered in a bombastic bout with a lovely line in gallows humour, as when Dictatio stamps on an Ork. You can almost hear the Titan stomping along in booming surround-sound stereo, especially with the battle against the Ork war-machines.

Daemonifuge. !@~$^ yeah! You've read my mind, Kev Walker's gone and done it! A masterful mix of comic art and computer effects, I forgot this was a printed page! The script was none too shoddy either. It's good to see an artist who isn't afraid of employing 8+ panel grids, Steve Ditko would be proud! This strip is a full-on hit!

Any chance of a competition to win issue 6's cover artwork? Any possibility of *Warhammer Monthly* going fortnightly? Blood for the Blood God! *– Lee Davis, Edgeware, Middlesex*

Argh! Chaos spawn! Where's my bolter?

• Well you've done a fine job with this *Warhammer Monthly*, but listen: you forgot something! Something very important! What I see in your stories is war and death, but do you think that's all? Isn't there a fact you have failed to mention? What I want is more DEATH! I want tales about the LIVING DEAD. Sitting here, far from my legions of Undead troops (being the master of the damned here in Germany), I give you one last chance. Gimme more tales of the DEAD. You can't imagine how hard it is to control thousands of undead warriors if your not able to tell them good stories! That's the only thing they hunger for, good tales of the dead! So PLEASE, if you don't want another reeder to go mad and join the forces of Chaos you'd better give me more Undead stuff, okay? *– Stircher (Master of the Damned), Kell, Germany.*

• I'm not much of a comic reader, but I really enjoy the added dimension to the 40K and Warhammer worlds that both *Warhammer Monthly* and *Inferno!* have brought.

I'd like to see a 40K strip told from the perspective of the Elder or Chaos. I'd also like to see calendars, posters (especially the 40K universe map), books, Jes Goodwin's concept sketches, a Daemonifuge graphic novel, limited edition miniatures of Darkblade, Daemonifuge and Gaunt's Ghosts from *Inferno!* You've done a great job so far, so more, more, more. *– Chris Johnson, Omaha, USA*

Calendars? Oh, very well.

• I'm writing to say that Warhammer Monthly is great; good strips and great artwork. I am 12 years old and collect Blood Angel Space Marines so I like Bloodquest, so you can probable guess I like strips about Warhammer 40,000. I have one problem, I think the magazine should come out more frequently, like once a week, but I still think that the magazine will be a great success and I congratulate you on a good comic. *– Sam Thompson, Chorley, Lancs*

++ Comm-secure link 9/398 Recipent / CLASSIFIED INFORMATION ++

++ Incoming Report: priority primus, Ident-Code 'Chunky' ++

After approx one standard hour, comic was read and approved. All scripts excellent, suggest field promotion for Malus Darkblade. Estimate 70.4% chance of Darkblade remaining no 1. 29.6% chance my being possessed by excitement for next issue.

Field Hints: Comic could increase in size to A4 to make it more desirable to non-Games Workshop personel; a colour script could be added.

++ MESSAGE ENDS ++ *– The Chunk, Ashford, Middlesex.*

• Well, the copier across the parking lot is broken and I don't really feel like trekking halfway across creation in search of another one, so I thought I'd quote and reply Lucanos Baneblade's survey on page... hmm. blast, no page numbers in this magazine... hmmm... I think it's page 15, just after the forces of Cheos detonate the Hammer of Thor at the end of Daemonifuge. That's a fascinating name, Daemonifuge. It's about time the Sisters of Battle got their own stories. I should mention that one of our Chaos players over here is scooping up loads of Sisters troops and converting them to Sisters of Chaos! Hmm! Is it just me or does something not seem right here? Hmmm... maybe Slaanesh is more furtive than we thought.

Well, I'll close by saying that the Black Library knows how to flesh out the many worlds of the Games Workshop games. I grab a copy of *Warhammer Monthly* each month. Take care. *– Ed Higginbotham, St Louis, USA*

Daemonifuge: a psychic channel for Daemons.

• I am from Denmark. I think that it is a wonderful idea to make a comic, with stories consisting of stuff from your games. It is something a lot of people have expected for years. The fact that we, the gamers, through *Inferno!* and *Warhammer Monthly* can get a lot more background stuff to the different games, and also get some exciting scenario ideas, really expands the universe. I therefore think that it's important to

stick very closely to the existing background when making the comics or stories, otherwise you could risk getting the hobby split into two parts. So far this hasn't been a problem. – *Anon, Denmark*

• Baneblade! Surely your mind is misled by heresy if you cannot see the proper choice. It must be the fabled bounty hunter Kal Jerico! Pray and let the Emperor be at your side. – *Luke Greenwood*
P.S. Though Ephrael Stern and Inquisitor Hand would also be good.

Eyes right, Scout-Novice Greenwood! Your wish is my command. Heretic, am I?

• I am writing to you to ask if you would consider making my favourite charctars from the *Warhammer Monthly* comic. These are: Inquisitor Hend, Ephrael Stern, Captain Leonatos, Sergeant Cloten and Kal Jerico. I will also be grateful if you could release special comic stories like the Emperor and Sanguinius against Horus, or Sebastian Thor fighting Lord Vandire. – *Michael Tamiollo, Bromley, Kent*

• I just had to drop a line to say how excellent issue 5 was, especially Daemonfuge. Wow! The artist Kev Walker must come from the Judge Dredd comics 'cos his art work is so brilliant and realistic. What I want to know (though I don't think you'll tell me) is Ephrael Stern gifted with the power to see into the future like the Tarot readers used by the Imperium to find out what the Emperor wants done. If so, then that must mean Inquisitor Silas Hand tried to kill one of the Emperor's chosen ones. – *John Paul Whittaker, Horsham, West Sussex*

You're right... I won't tell you. Who is this 'judge' of whom you speak? Is he one of the Emperor's fine Arbitee?

• What about adapting some of the old novels? *Konrad* and *Inquisitor* would be excellent, especially as I will be able to find out what happened next as I can't find the books anymore. Although short stories can be cool, they can start to repeat themselves and seem a bit pointless. How about creating a core of different characters, enough to cover all the races and really expanding on them? (Maybe through one long epic story – stop yawning!) I really think this is a good venture for you and it would be nice to have a cutting-edge comic that isn't American. Good luck. – *Anon*

• I am writing to say thank you for finally publishing a multi-story comic worth reading. I have found that *Warhammer Monthly* is a great place for new ideas, so thank you. Upon reading this comic I found one problem. I was just getting into Darkblade and after twelve pages it stopped! Maybe 36 pages isn't enough for this comic? – *Dean Boor, Northants*

Put some more pages in? By the Emperor! You know, that might just work...

MOST WANTED!

By the Emperor! **You fine readers certainly know what you want! Since my first request for suggestions for your favourite *Warhammer Monthly* characters, to be turned into miniatures, the votes really have flooded in. Racing in at number one at present is that lovable rogue Kal Jerico, and as this top secret, 'work-in-progress' shot of the prototype shows, it looks like he'll be with us very soon. Check in next issue for information on how to get him!**

Meanwhile, I still need your suggestions! Let me know which *Warhammer Monthly* characters (both heroes and villains) you would like me to immortalise as limited edition, collectable miniatures.

Send your letters to:

Warhammer Monthly,
The Black Library,
Games Workshop Ltd.,
Willow Lane,
Lenton,
Nottingham,
NG7 2WS • UK

or *email* publishing@games-workshop.co.uk

• If you are writing to us, it would be very useful if you could tell us your opinions of this issue, so clip or copy this coupon, fill it in and include it with your letter.

This is from issue .....

Favourite story .....

.....

Least favourite story

.....

Do you play (tick)

Warhammer .....

Warhammer 40,000 .....

Other GW games .....

Your age .....